

ABSTRACT

The invention concerns a method for producing on a graphic interface (1) three-dimensional animated graphic images comprising objects (8, 9). Said graphic images are designed by a designer to be interactively animated, in real time, by the users for whom they are designed. The method comprises steps which consist in: selecting at least an object (8, 9) and displaying it on the graphic interface (1, 1a); selecting and assigning to an object (8) movements (1b, 12, 1c, 13) having the property of interactively reacting, in real time, to external prompting: assembling (17a, 17b, 23a, 23b) on a graphic interface (1, 1d) visual elements (15, 16) symbolising the objects and the movements (14, 23) assigned to them.